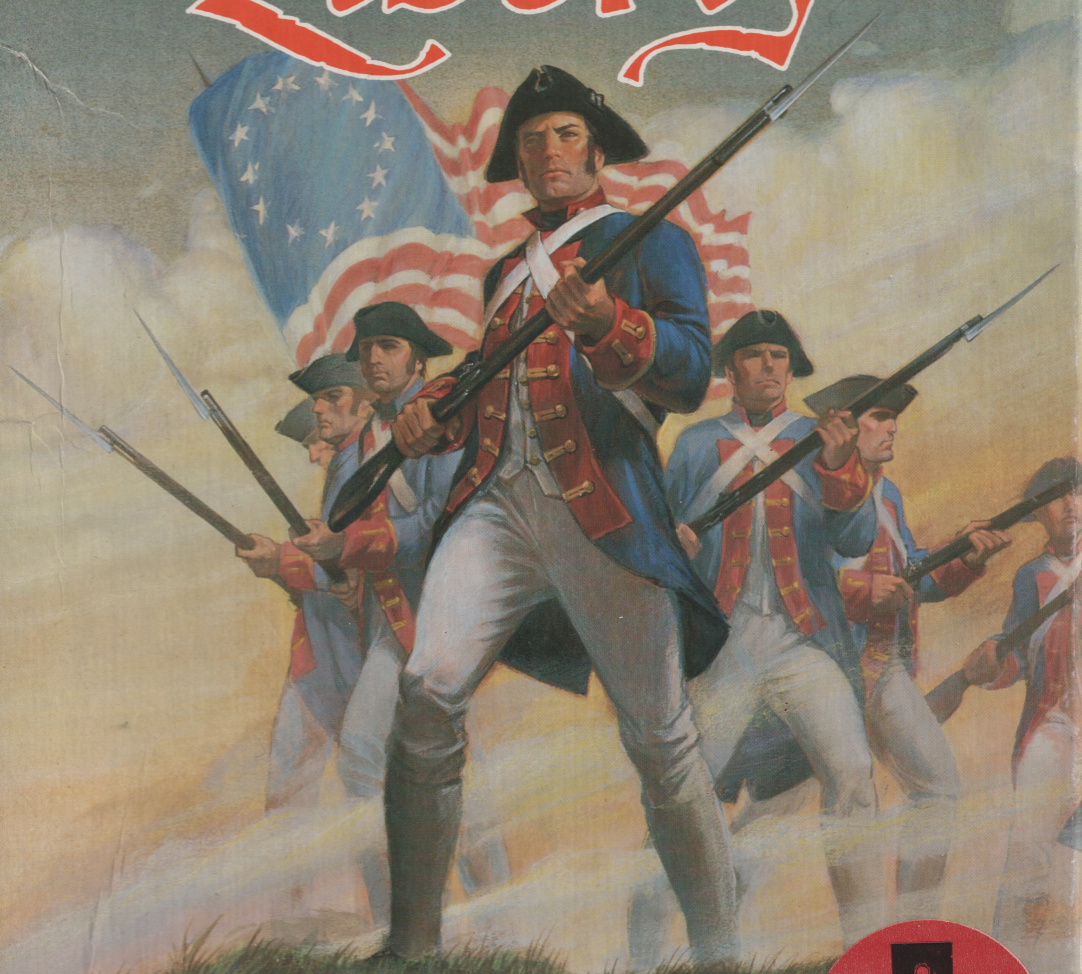
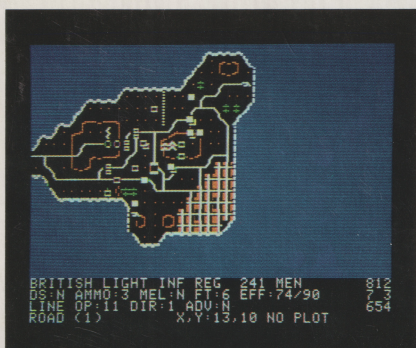


Sons OF Liberty™

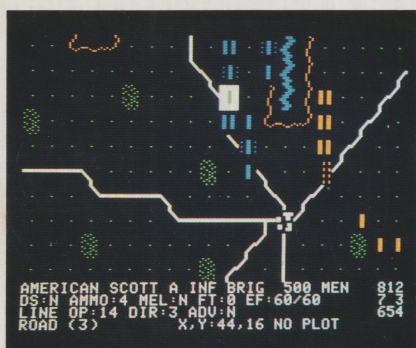


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Fight the war that gave America her independence and her Constitution ...a war that changed the history of the world!



The strategic map of Bunker Hill.



Tactical view of the Battle of Monmouth.



Tactical view of the Battle of Saratoga.

Screen displays shown are from the Apple®
Displays from other computer(s) may vary.

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SONS OF LIBERTY™ marks SSI's foray into the Revolutionary War. Using our considerable talents in wargaming, we've faithfully re-created the look and feel of that historic conflict, where splendidly dressed British redcoats fought upstart rebels in stiff lines and columns.

Three epic battles make up this game, each increasing in complexity and scale. And each battle can be fought under Introductory, Intermediate or Advanced rules. In solitary play, the computer can direct either or both sides.

The Battle of Bunker Hill serves as an apt entrance to the game, just as it served as the first major battle of the American Revolution. This critical engagement was a small affair, involving only a few thousand men and a tiny patch of ground. Even under Advanced rules, this scenario can be savored quickly.

The Battle of Monmouth pitted George Washington's winter-hardened veterans against the British in what proved to be a battle of indecisive outcome. What it did show was Washington's leadership, an admirable ability to keep his army together and its morale up against the adversities of weather and war. Can you do as well?

The Battle of Saratoga — the largest of the three — is regarded as the turning point of the Revolution. The rigid formation of the British proved highly unsuited for the heavily wooded terrain, which favored the Colonial's more flexible run-and-shoot style. Historically the British lost, and her defeat convinced France that it was an opportune time to declare war on England, forcing her to fight on two fronts. Will you be able to repeat the outcome?

Fail and
America might
still be flying
the British jack.

MADE IN U.S.A.



SONS OF LIBERTY APPLE

Sons of Liberty



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Tragedy to Suos



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- SONS OF LIBERTY was designed by George Kucera, David Landrey, and Chuck Kroegel, whose other SSI works include *GETTYSBURG: The Turning Point* and *SHILOH: Grant's Trial in the West*.
- PLAYING TIME: 3 to 12 hours.
 - Introductory, Intermediate, and Advanced games.

Art director: LOUIS HSU SAEKOW. Illustrator: JOSEPH CHIODO.

- Three complete battles are included: Bunker Hill, Saratoga, and Monmouth.
- Based on the system used in *GETTYSBURG: The Turning Point*, but improved to reflect the tactics used during the American Revolution.
- Introductory game contains a joystick option.
- Tactical and strategic displays within the game allow "zooming in" for more detail and "zooming out" for an overall picture.
- Computer can play either, both, or neither side.